Subject: ssaow bug/problem --> server crash
Posted by sycar on Sun, 23 Jul 2006 18:00:20 GMT
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ok i've been havin a big problem with ssaow. i did remove it for some point and just had my serverside mods in place but i've decided to go back to it and try to fix it.

basically some times the server crashes when mines/beacons have been placed, an attempt at disarming them have been made but they have then gone of and blown up a building. when the building blows up the server restarts. Only happens when a failed attempt to disarm it has been made and it only happens when i have ssaow 1.5 in place. I've tried reinstalling it so its not a faulty install.

any ideas much appreciated.
thanks buffymaniack

Subject: Re: ssaow bug/problem --> server crash
Posted by Zion on Sun, 23 Jul 2006 21:27:02 GMT
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Hmm, this is new, never heard of this one.

FDS re-install? It will probably help if the server restarts.

Subject: Re: ssaow bug/problem --> server crash
Posted by sycar on Sun, 23 Jul 2006 22:23:17 GMT
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i've tried everything. reinstalled the fds, reinstalled the bot, reinstalling ssaow. i mean it doesnt happen when i use scripts.dll 2.8 but when i run ssaow it crashes as soon as a failed disarm happens.

its really weird, so any suggestions welcome.
buffymaniack

Subject: Re: ssaow bug/problem --> server crash
Posted by Ma1kel on Sun, 23 Jul 2006 22:34:52 GMT
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Have you already notified WhiteDragon about this?

Subject: Re: ssaow bug/problem --> server crash

Posted by Whitedragon on Sun, 23 Jul 2006 22:48:39 GMT
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Post the crashdump.txt.

Subject: Re: ssaow bug/problem --> server crash
Posted by theplague on Sun, 23 Jul 2006 23:39:57 GMT
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 i recommend 1.4.1, cos 1.5 has the 'bandwidth checking killer' people will disconnect heaps and complain about lag..lol

Subject: Re: ssaow bug/problem --> server crash
Posted by sycar on Sun, 23 Jul 2006 23:40:07 GMT
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i duno if your find this crashdump much use but what i've done is taken the code from ssaow and upgraded it to the 2.8 release of scripts.dll in an attempt to get it to work. everythin else still works fine and it only still restarts on the failed disarm so technically the crashdump should still report the same error. if its no use let me know.

buffymaniack

File Attachments
1) crashdump.txt, downloaded 178 times

Subject: Re: ssaow bug/problem --> server crash
Posted by Cat998 on Sun, 23 Jul 2006 23:56:11 GMT
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it's pretty useless if it is a custom scripts.dll

Subject: Re: ssaow bug/problem --> server crash
Posted by Zion on Mon, 24 Jul 2006 00:41:10 GMT
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Yeah, SSAOW only works with the scripts it's given with.

Subject: Re: ssaow bug/problem --> server crash
Posted by sycar on Mon, 24 Jul 2006 01:33:06 GMT

well the ssaow works perfectly fine the same as it did with the original scripts file it just crashes on that same point so surely the crashdump will contain the same error. but i dont know much about crash files so i may be mistaken.

buffymaniack

Subject: Re: ssaow bug/problem --> server crash
Posted by Whitedragon on Mon, 24 Jul 2006 01:40:29 GMT

Crashdumps that come from modified versions of SSAOW are useless since the addresses will be different.

Subject: Re: ssaow bug/problem --> server crash
Posted by vloktboky on Mon, 24 Jul 2006 11:57:49 GMT

Well it wasn't completely useless. It tells you he's getting knocked up by a null pointer and his description of when it occurs gives you a fairly good idea of where to start looking for it.

Subject: Re: ssaow bug/problem --> server crash
Posted by sycar on Mon, 24 Jul 2006 15:15:13 GMT

ok i'll put the original ssaow files back in use and get the crashdump from them. in the mean time could someone tell me how i can use the exeception address given in the current crashdump to search through the source to see where the problem is. im quite new to usin the crash files.

buffymaniack

Subject: Re: ssaow bug/problem --> server crash
Posted by Spetz5 on Sat, 29 Jul 2006 15:14:57 GMT

theplague wrote on Sun, 23 July 2006 18:39 i recommend 1.4.1, cos 1.5 has the 'bandwidth checking killer' people will disconnect heaps and complain about lag..lol

I run SSAOW 1.5, and at random times, everyone in my server will disconnect. Could it be SSAOW 1.5 doing this?

Subject: Re: ssaow bug/problem --> server crash
Posted by Zion on Sat, 29 Jul 2006 15:38:53 GMT
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I run SSAOW all the time on my server and players play for hour with complaints of lag or disconnects. Must have just been the way you installed it, or the way you edited SSOAW.ini.